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SEGA™



SEGA SATURN™



CAPCOM™

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



T-1219H

## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MEGA MAN X 4™ the debut of Mega Man X on the Sega Saturn. The saga of Mega Man X vs. the Mavericks continues, bringing you 32-bit CD excitement, astounding effects, and brilliant action. CAPCOM ENTERTAINMENT is proud to bring you this thrilling new addition to your video game library.

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- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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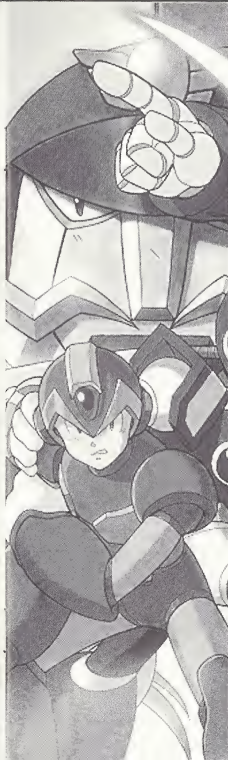
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## MISSION SET-UP

Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MEGA MAN X4 disc and close the CD door. Insert game controllers and turn on the Saturn game console. Follow the on-screen instructions to start a game.



## BASIC CONTROLS

### START Button

Starts Game

Pauses Game

Opens Weapon/  
Item Select Menu

### DIRECTIONAL Button

Highlights Option  
(See Title Screen)

Changes Settings  
(See Option Mode)

Moves Character

### A Button

Selects Menu Item

### B Button

Cancels Menu Item

### Z Button

Not Used In Game

**A, B, C and START**  
Simultaneously

Reset Game

## MASTERING MEGA MAN X & ZERO

Fire Arm Cannon/Slash Zero's Z-Saber ..... Press **A** or **X** Button

Jump ..... Press **B** Button

Use X-buster ..... Press and hold **X** Button until charged, then release to fire

Fire Mega Man X's Special Weapon ..... Equip weapon, then press **A** Button

Activate Zero's Ultimate Technique ..... Press **X** Button  
Must be done with the special method

Activate Giga Attack ..... Press **Y** Button

Dash ..... Press **C** Button, or tap Directional Button forward twice quickly

Dash jump ..... Dash, then press **B** Button

Climb wall ..... Jump to wall, then press Directional Button toward the wall while repeatedly pressing **B** Button

Climb ladder ..... Stand at base of ladder, then press Directional Button **▲** to climb ladder. Press **▼** to climb down.

Change weapon or Pause Game ..... Press **START** Button. Then use Directional Button to highlight weapon or power and press **START** to begin play

Change Mega Man X's weapon during play ..... Press **L** or **R** Button  
(You must gain a weapon first to be able to use this)

## CAIN LABS

**TOP SECRET**

From: Dr. Cain  
To: All Science Personnel  
Re: DIRECTIVE: MAVERICK HUNTER

### DIRECTIVE: REPLIFORCE document secured 2 programs:

MH-v3 (MAVERICK HUNTER v3) Established: Mavericks, virus contained  
RF-v3 (REPLIFORCE v3) New: Program to match MH-v3 success  
REPLIFORCE v3 program initiated January 1.

### REPLIFORCE v3 Directives:

- Compensate for Sigma and Doppler program failures
- Uphold Reploid Sciences: Research & Development
- Maximize Reploid efficiency
- Increase troop response time for MH-v3
- Prevent further Maverick action

### REPLIFORCE v3 Evaluation: June 1

- MAVERICK HUNTER v3 units respond too late
- Maverick action building at alarming rate
- Maverick riot destroys major cities, causes destruction throughout region
- REPLIFORCE v3 proven ineffective and potentially dangerous

### DIRECTIVE: MH-v4 (MAVERICK HUNTER v4)

- Devise alternative to REPLIFORCE program
- Establish MAVERICK HUNTER v4 with combo v3 units #0 and #17
- Respond to Maverick riot without delay

#17 UNIT LEADER: MEGA MAN X  
#0 UNIT LEADER: ZERO

END DIRECTIVE

## MOBILIZE MAVERICK HUNTERS

To begin playing MEGA MAN X 4, press **START** or **A** during the intro sequence to bring up the title screen. Press **START** or **A** again to bring up the MODE SELECT screen. You have 3 choices: GAME START, CONTINUE or OPTION MODE. To restart a previously saved game, highlight CONTINUE and press **START** or **A**. For more on saving and loading games, please see CONTINUE/BACKUP MEMORY, page 7.

Highlight GAME START and press **START** or **A** to begin playing a new game. Select your character and then you will see a short animation before the game begins; select your character then. To bypass this animation and jump to the game, press **START** or **A**.

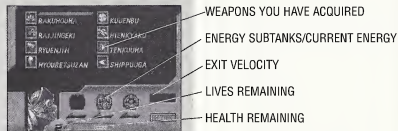
To adjust your game options, highlight OPTION MODE and press **START** or **A**. See OPTION MODE on page 7 for more information.

## STAGE SELECT

After battling through the intro stage, you will be presented with more information on the whereabouts of the Maverick leaders who are forging the riot. This is the stage select screen where you choose which Maverick to battle. Use the Directional Button to highlight the stage you want, then press **START** or **A** to select the stage. After you have defeated the 8 Mavericks, Mega Man X or Zero can advance to the next set of levels. To return to one of the original levels, just move the cursor to the blackened picture of the Maverick and press **START** or **A**.

## WEAPON SELECT SCREEN

During gameplay, you can pause and bring up the weapon select screen. This is also your status screen. It will show you:



Use the Directional Button to highlight the item you want to use, then **START** or **A** to begin play.

Weapons will appear here when you acquire them. Defeat a Maverick leader and acquire its weapon. Recharge Mega Man X's weapons by collecting weapons capsules.

You start with 2 extra lives. Add to Mega Man X and Zero's lives by collecting their helmet icons or find other special items.

Increase the length of Mega Man X and Zero's health bar by finding the heart tanks hidden in each stage. Recharge Mega Man X and Zero's health by collecting power capsules.

Use your weapons and armor to locate the hidden sub tanks. There are 2 sub tanks: 1 for Life Energy and 1 for Weapon Energy. Power

them up by collecting weapon or power capsules. When you run low on health or weapon power, respectively, you have these re-charge resources available.

You can escape a stage using the Exit Velocity only after you have defeated that stage's Maverick.

## OPTION MODE

You can access the game OPTION Mode from either the title screen or the WEAPON SELECT screen. From the title screen, highlight OPTION and press **START** or **A**. From the WEAPON SELECT screen, highlight OPTION and press **START** or **A** to select it. You can only adjust your button configuration when you enter the OPTION MODE from the WEAPON SELECT SCREEN.

In the **OPTION Mode** you can adjust your **BUTTON/KEY CONFIG** or change the **SOUND MODE** from **STEREO** to **MONO** depending on the capabilities of your system. To adjust your button configuration, highlight the function you want to change and press the button you want to perform that function.

When finished with the **OPTION** mode, press **START** or **B** to return to the title screen or **WEAPON SELECT** screen, respectively.

## CONTINUE/BACKUP MEMORY

You can save your game progress and OPTION settings when you clear a stage or when the game is over. Choose to either "Use the Current Data" that was last saved, or "Load Data from Memory" If you select "Load Data", highlight the file you want to load. There are 3 files you can use to save games with Mega Man X or Zero, depending on which you choose to save. Mega Man X4 saves right to your Saturn's internal memory. Highlight and select SAVE GAME and choose the file you will save your game to.

*Remember: If you save a file over a previously saved file, you will lose that previous file.*

To load a saved game, highlight CONTINUE from the title screen and **START** or **A** to select it. Highlight the file you want to load and press **START** or **A** to select it. The file will automatically load.

**Note: If you press RESET or the POWER Button during a save, your data may be destroyed.**

## ARMOR CAPSULES

The trusty Dr. Light has once again hidden some secret capsules that will enhance Mega Man X's abilities. When he steps into one of these capsules, it will come to life and change his appearance.

Here are descriptions of what some of the capsules do:

### ARM

This addition to his arm power comes in 2 forms: Stock Charge Shot and Plasma Charge Shot. Stock allows you to store up to 4 charges. You can release as many shots continually as you have stored. Plasma is an enormous shot that will penetrate and damage even strong enemy framework.

### HEAD

This allows Mega Man X to use his special weapons abundantly. When he charges the special weapon it consumes weapon energy.

### BODY

Creates a defense shield for Mega Man X. Reduces damage while building the Nova Strike, a devastating blast move. Use the Giga Attack Button when the Nova Strike is complete.

### LEG

The boots allow Mega Man X to perform the Air Dash and Hover Dash:

### AIR DASH

Either press the **X** button to jump, then the Dash Button (C button) while in the air, or jump and press the Directional Button forward twice quickly while in the air.

### HOVER DASH

Press the **B** button to jump, then press **B** again to hover. Use the Directional Button to move Mega Man X left or right. When his hover power runs out, Mega Man X will fall to the ground. To cancel the Dash Hover, press the **B** Button while hovering.

## ROBOT RIDE ARMOR

In addition to the Armor Capsules, Dr. Light has set out 3 different armors known as Robot Ride Armor. Mega Man X and Zero must find these 3 armors, each with different capabilities and functions. Some armor looks like a giant robot that they can activate by jumping into it.

While Mega Man X and Zero will not be damaged when in the armor, the armor will take damage.

### RIDDEN

Use the attack and dash functions inherent to Mega Man X and Zero. By attacking with strategic timing, it will release a very strong punch attack.

### EAGLE

Press **B** Button to jump, then press and hold **B** again to hover in the air. Press **A** or **X** Button to shoot missiles.

### LAND CHASER

Mega Man X and Zero can move rapidly with this multi-purpose motorbike armor. Use the Directional Button to control the bike, while pressing **A** or **X** Button to attack. Try ramming enemies with the Dash technique.



## ZERO'S LEARNING SYSTEM

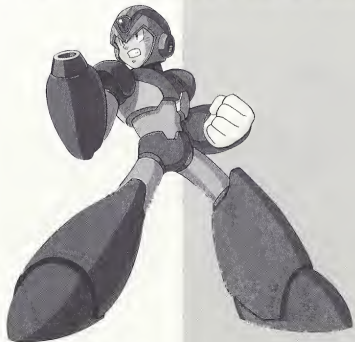
When Mega Man X defeats a Maverick, he acquires that Maverick's ultimate weapon. Mega Man X then equips that weapon into his arm cannon. Since Zero has a super power Z-Saber, Zero must learn new Saber techniques from the defeated Mavericks.

Here is a short description of some techniques Zero can use:

- KUENBU** Press **B** to jump, then press **B** again while in the air. Zero will do a double jump. Press the **X** button and Zero will perform a somersault slash move.
- HIENKYAKU** Press **C** while jumping, or press Directional Button forward twice quickly while jumping. Zero will perform the Air Dash, but cannot Air Dash directly from Dash Jump.
- RYUENJIN** While standing on the ground, press the Directional Button **▼** and the Ultimate Technique Button (**X**) simultaneously.
- HYOURETSUZAN** While jumping, press the Directional Button **▼** and the Ultimate Technique Button (**X**) simultaneously.

## CHARACTER FILES

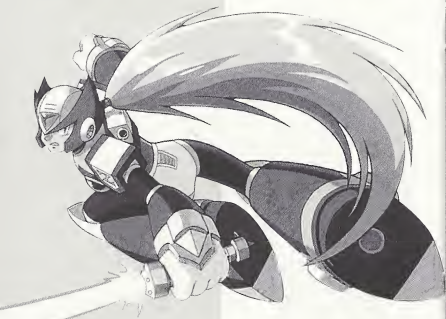
### MEGA MAN X



Reploid leader of the 17th Unit, Maverick Hunters. His creation is a mystery; nobody knows why he was built and then buried. Can X learn?

X is famous among Maverick Hunters for defeating Sigma and leading to its ultimate demise. X understands his role, and believes in the need to protect reploids and humans. But an inner conflict with violence makes him hesitant.

## ZERO



Zero is Mega Man X's best friend and past partner. His creation is a mystery as well, shrouded in much speculation. Once destroyed to protect X, Zero has been revived to continue the aid he has offered X previously.

Originally part of the 17th Unit, Maverick Hunters, Zero was appointed to his own Special #0 Class Unit. With the failure of Repliforce, Zero's sparkling track record and calm demeanor are a necessary match for the canny experience of Mega Man X.

## DOUBLE



Dr. Cain's latest creation supports Mega Man X and Zero in many ways. Yet this prototype requires many treatments and must be refined. While his prime directive is to assist the Maverick Hunters, it seems Double's top priority is to be careless and zealous.

## IRIS



Colonel's younger sister, she is distraught by the outbreak of Mavericks and the sudden riot of Repliforce. Helpless during the riot, she is rescued by Zero and is now devoted to stopping the battle between her brother and Zero.

## COLONEL



Youngest high-ranking officer in the new Maverick regime. Prominent and strict with the Mavericks, Colonel treats his troops and sister the same way — with respect.

## GENERAL



Highest commander of the new Maverick regime. Widely recognized by Cain Labs and the Maverick Hunters for triggering the new Maverick outbreak.



## MAVERICKS

### STORM OWL

Weapon: Double Cyclone



### WEB SPIDER

Weapon: Lightning Web



### SPLIT MUSHROOM

Weapon: Soul Body



### JET STINGRAY

Weapon: Ground Hunter



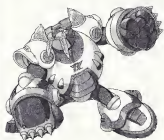
### SLASH BEAST

Weapon: Twin Slasher



### FROST WALRUS

Weapon: Frost Tower



### MAGMA DRAGON

Weapon: Rising Fire



### CYBER PEACOCK

Weapon: Aiming Laser



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